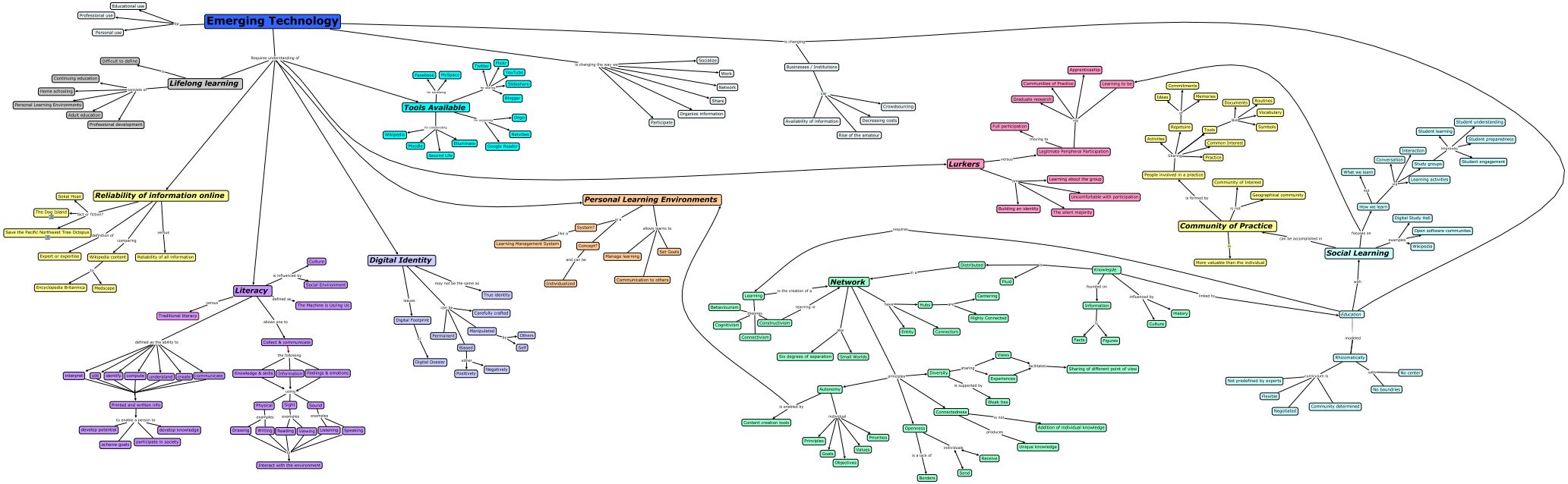
Emerging Technology
Educational use
Professional use
Personal use
for
Requires understanding of
is changing
is changing the way we
Lifelong learning
Difficult to define
Continuing education
Home schooling
Personal Learning Environments
Adult education
Professional development
consists of
Reliability of information online
Sokal Hoax
The Dog Island
fact or fiction?
Save the Pacific Northwest Tree Octopus
Expert or expertise
Wikipedia content
Encyclopedia Britannica
Medscape
Reliability of all information
versus
comprising
division of
Literacy
Culture
Social Environment
is influenced by
Traditional literacy
versus
The Machine is Us/ing Us
defined as
allows one to
Collect & communicate
the following
Knowledge & skills
Information
Feelings & emotions
Physical
Sight
Sound
examples
Drawing
Writing
Reading
Viewing
Listening
Speaking
Interact with the environment
Printed and written info
defined as the ability to
Interpret
Use
Identify
Compute
Understand
Create
Communicate
to enable a person to
develop potential
achieve goals
participate in society
develop knowledge
Tools Available
for creating
for collaborating
for sharing
Facebook
MySpace
Twitter
Flickr
YouTube
Slideshare
Blogger
Wikipedia
Moodle
Illuminate
Second Life
Diigo
Netvibes
Google Reader
Socialize
Work
Network
Share
Organize information
Participate
Businesses / Institutions
Crowdsourcing
Decreasing costs
Rise of the amateur
Availability of information
Digital Identity
may not be the same as
True identity
Carefully crafted
Manipulated
Others
Self
Blasted
Positively
Negatively
learns
Digital Footprint
Permanent
Digital Dossier
Personal Learning Environments
is a
System*
Concept*
Learning Management System
like a
and can be
Individualized
Manage learning
Communication to others
allows teams to
Set Goals
Lurkers
versus
Learning about the group
Uncomfortable with participation
The silent majority
Building an identity
Legitimate Peripheral Participation
Full participation
moving to
Apprenticeship
Communities of Practice
Graduate research
Learning to be
Commitments
Identity
Memories
Documents
Routines
Vocabulary
Symbols
Repertoire
Tools
Common Interest
Practice
Activities
Shared
People involved in a practice
Community of Interest
Geographical community
is formed by
is not
Community of Practice
More valuable than the individual
can be accomplished in
Social Learning
focuses on
How we learn
What we learn
Digital Study Hall
Open software communities
Wikipedia
examples
Conversation
Interaction
Study groups
Learning activities
Student understanding
Student learning
Student preparedness
Student engagement
improves
with
modeled
Rhizomatically
Not predefined by experts
Flexible
Negotiated
Community determined
with
No center
No boundries
requires
Network
Learning
Is the creation of a
Behaviourism
Cognitivism
Constructivism
Connectivism
learning is
Six degrees of separation
Small Worlds
in a
Distributed
Fluid
Rigid
Hubs
Centering
Highly Connected
Entity
Connectors
Knowledge
founded on
Information
Facts
Figures
influenced by
Culture
History
linked to
Education
Autonomy
is enabled by
Content creation tools
Diversity
sharing
Views
Experiences
facilitates
Sharing of different point of view
is supported by
Weak ties
Openness
is a lack of
Borders
individuals
Receive
Send
Connectedness
is not
Addition of individual knowledge
produces
Unique knowledge
Principles
Goals
Objectives
Values
Priorities
requires